

one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the gaming machine;

a game server for providing one or more game services to a plurality of gaming machines within a network of gaming machines; and

a communication interface connected to a network of gaming machines

wherein the gaming machine is capable of receiving game information from one or more gaming machines via the communication interface, controlling a game service of at least of a bonus game, a progressive game and combinations using the received game information and providing the bonus game, the progressive game and combinations thereof to the one or more gaming machines.

17. (Twice Amended) A method for providing game services to a group of gaming machines connected in a network, the method comprising:

in a first gaming machine that comprises i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the first gaming machine; v) a game server for providing one or more game services to a plurality of gaming machines within a network of gaming machines; and vi) a communication interface connected to the network of gaming machines,

communicating with one or more gaming machines on the gaming machine network wherein each gaming machine presents a game to a player playing a game on the gaming machine;

determining that a gaming service is required for one or more gaming machines in the network;

receiving game information used to provide the gaming service from the one or more gaming machines;

executing a server operation using the received game information to generate the gaming service for one or more gaming machines in the network; and

providing the game service to the one or more gaming machines in the gaming machine network wherein the game service is at least one of a bonus game, a progressive game and combinations thereof.

21. (Amended) The method of claim 19, further comprising concentrating game information from a plurality of gaming machines [wherein the game information is concentrated using a concentrator a gaming machine with a game server] and sending the game information to at least one of a translator or a game server.

A3 22. (Amended) The method of claim 19, further comprising translating game information from a plurality of gaming machines from one communication protocol to another communication protocol and sending the game information to a game server.

23. (Amended) The method of claim 17, further comprising,
sending a signal instructing the master gaming controller on a plurality of gaming machines to perform a game operation for the game service.

27. (Amended) A method for providing game serving to a group of gaming machines connected in a network, the method comprising,

displaying a list of games on a first gaming machine;

receiving a game selection signal for a game selection on the first gaming machine;

A4 transmitting the game selection signal to a second gaming machine wherein the second gaming machine comprises i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the first gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the second gaming machine; v) a game server for providing one or more game services to a plurality of gaming machines within the network of gaming machines; and vi) a communication interface connected to the network of gaming machines; and
downloading coding instructions for the game selection to said first gaming machine from the game server on said second gaming machine wherein the coding instructions allow the master gaming controller on said first gaming machine to present the game selection to a player.

29. (Twice Amended) A method for providing game configurations to a group of gaming machines connected in a network [using a gaming machine having a master gaming controller and a game server], the method comprising,

configuring a first gaming machine with at least one of hardware settings, software settings and combinations thereof wherein the first gaming machine comprises

i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the first gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the first gaming machine;

A5 v) a game server for providing one or more game services to a plurality of gaming machines within the network of gaming machines; and vi) a communication interface connected to the network of gaming machines;

storing the game configuration information to the game server on said first gaming machine wherein the game configuration information comprises at least one of the hardware settings, the software settings and combinations thereof; and

downloading the game configuration information to a second gaming machine from the game server on said first gaming machine wherein the second gaming machine is capable of configuring itself using the downloaded game configuration information from the first gaming machine.

31. (Amended) The gaming machine of claim 29, further comprising downloading game configuration information for the game to a third gaming machine from the game server on

AB said first gaming machine wherein the third gaming machine is capable of configuring itself using the downloaded game configuration information.

REMARKS

Claims 1-31 are currently pending in the application. Claims 1-31 were rejected. Claims 1, 17, 21-23, 27, 29 and 31 have been amended.